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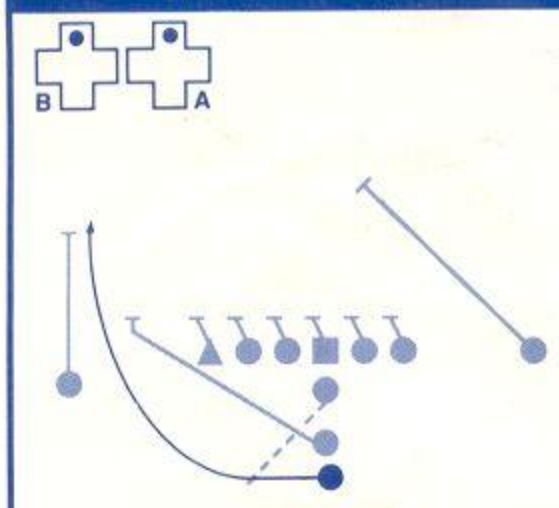
ENTERACTIVE™ NFL PLAYSHEET

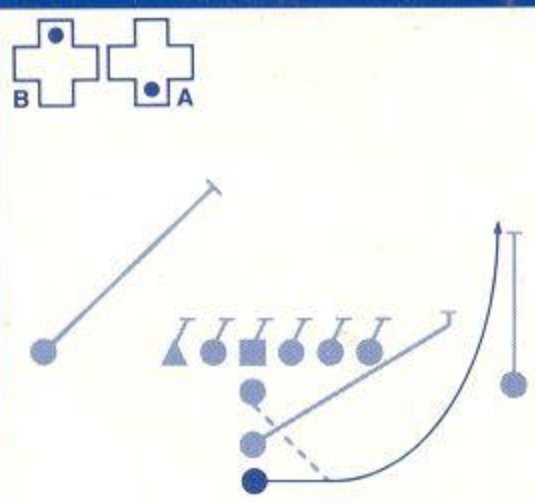
OFFENSIVE PLAYS

Left I: Pitch Left



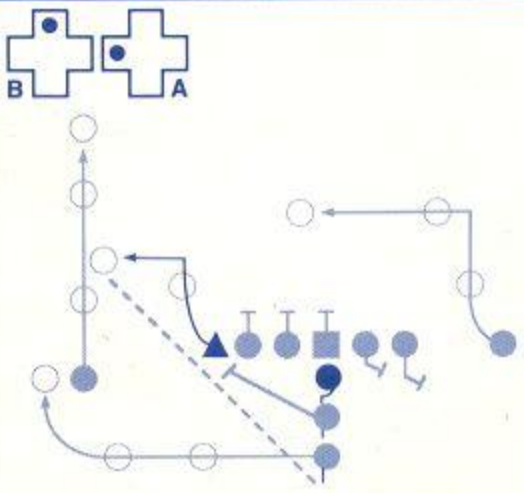
Good play anywhere on field. Call on 1st down, or 2nd down and less than 7 to go.

Right I: Pitch Right



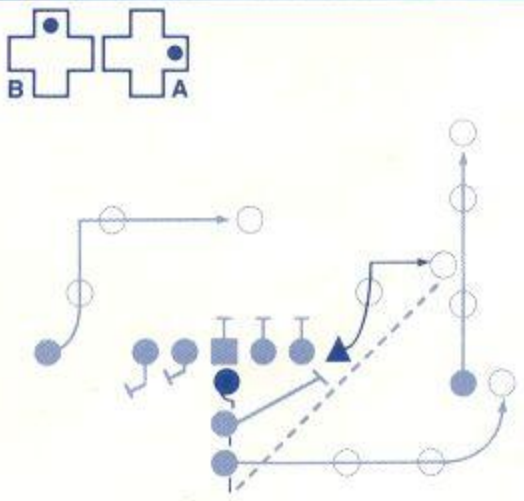
Good play anywhere on field. Call on 1st down, or 2nd down and less than 7 to go.

Left I: Play-Action Pass Left



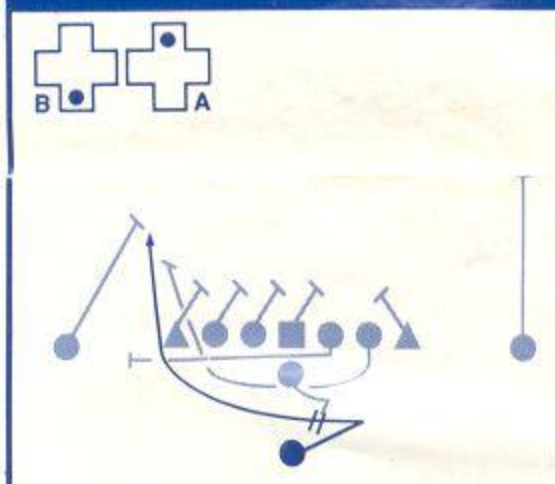
Good after a turnover. Call on 1st and 10, or 2nd or 3rd and less than 7 to go.

Right I: Play-Action Pass Right



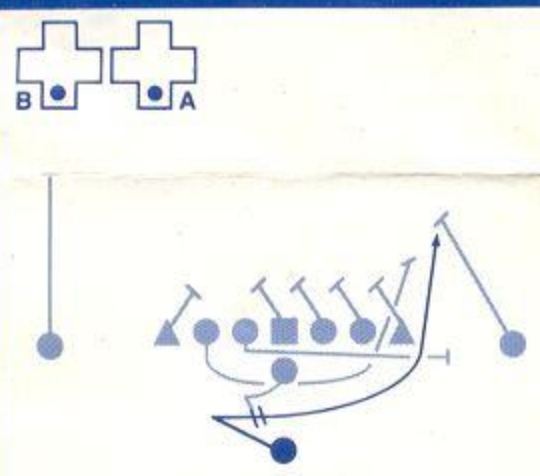
Good call to start a new series, or on 2nd or 3rd and less than 6 or 7 to go.

Deuce: Counter Trey Left



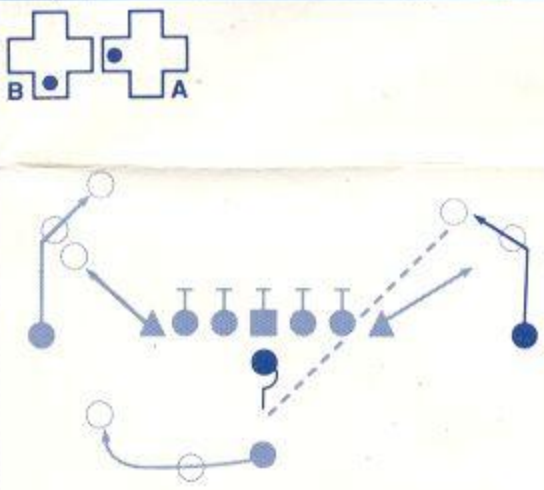
Good inside either 30 on 1st and 10, 2nd and less than 7, or 3rd and less than 4.

Deuce: Counter Trey Right



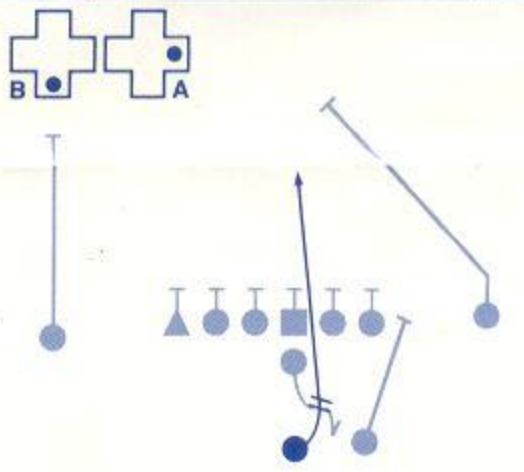
Good inside either 30 on 1st and 10, 2nd and less than 7, or 3rd and less than 4.

Deuce: Slant Pass



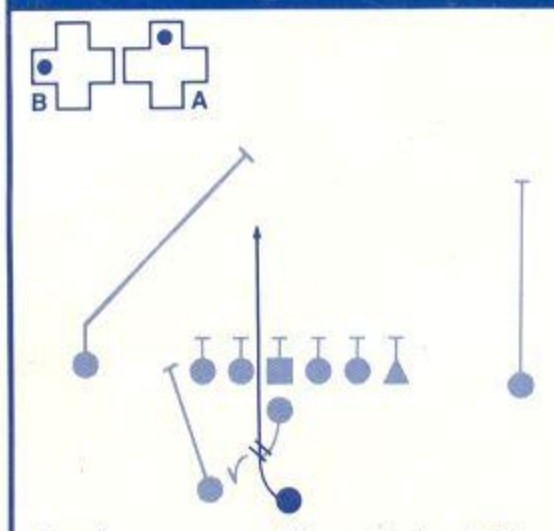
Good inside either 30 on 1st and 10, 2nd and less than 7, or 3rd and less than 5.

Left Far: Slash Right



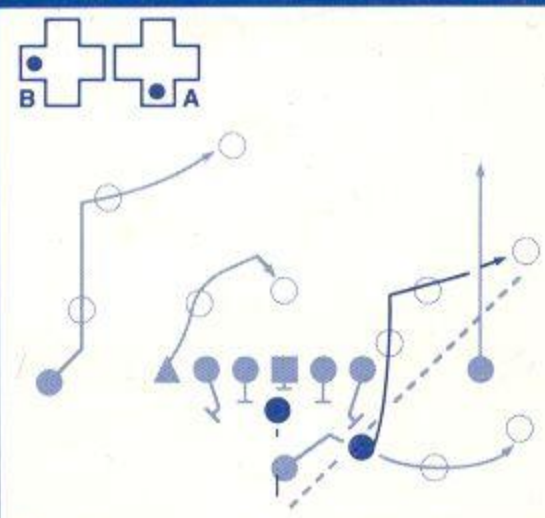
Good near own goal line on 1st and 10, or 2nd or 3rd and less than 3 or 4.

Right Far: Slash Left



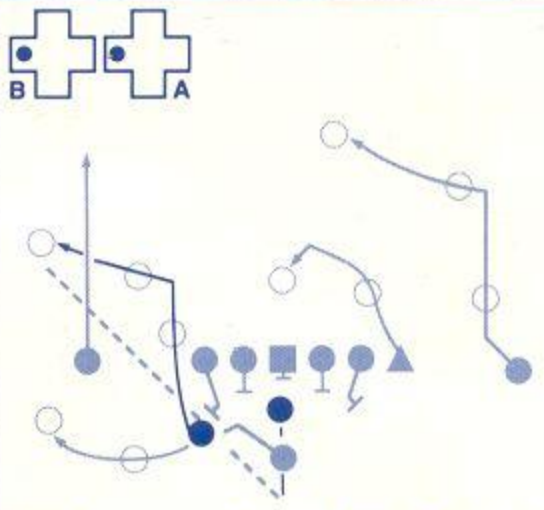
Good near own goal line on 1st and 10, or 2nd or 3rd and less than 3 or 4.

Left Far: Flow Weak Pass Right



Good pass anywhere on field on 1st and 10, or 2nd or 3rd and less than 7.

Right Far: Flow Weak Pass Left

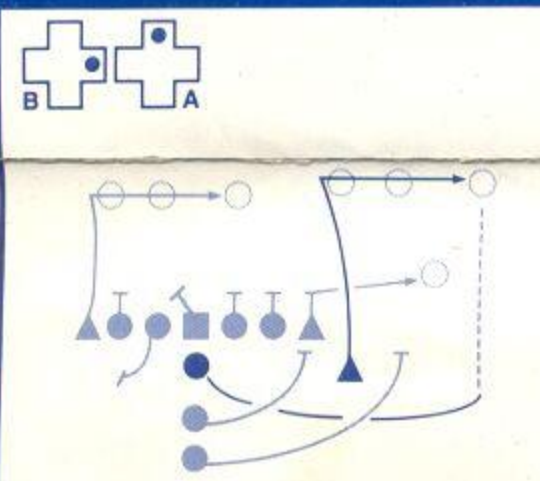


Good pass anywhere on field on 1st and 10, or 2nd or 3rd and less than 7.

Ralph I: 24 Lead

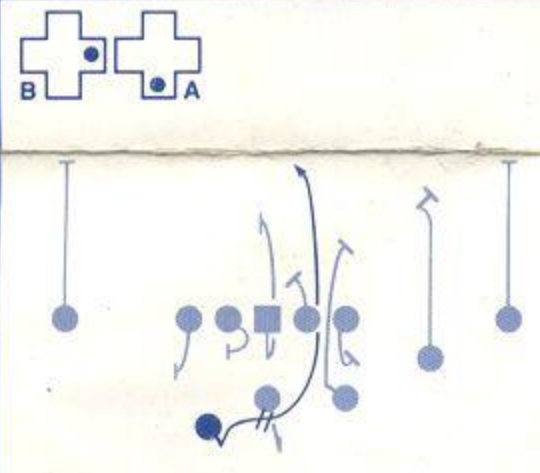
Good call inside opponent's 3, or on 3rd and less than 2 anywhere on field.

Ralph I: Roll Right Pass



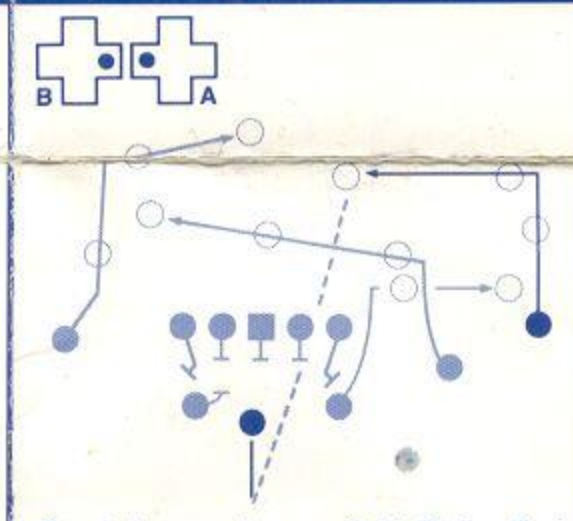
Good call inside opponent's 3, or on 3rd and less than 2 anywhere on field.

Lou Split Gun: 54 Draw



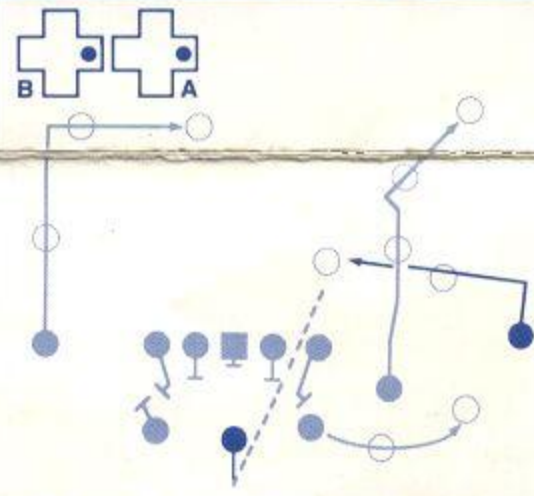
Good inside either 30 on 1st and long, 2nd and more than 8, or 3rd and 5.

Lou Split Gun: Deep In Pass Right



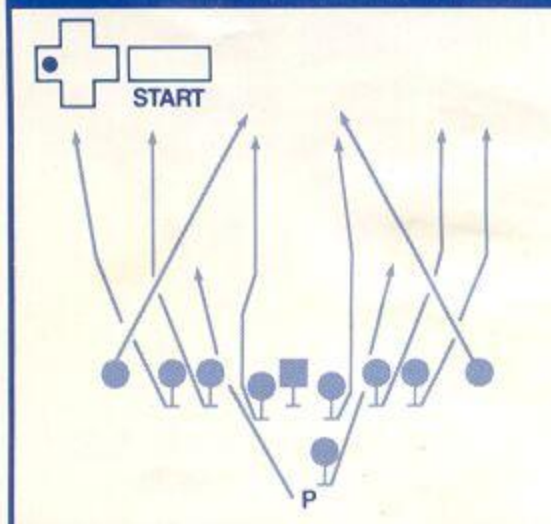
Good play anywhere on field. Call on 2nd or 3rd and more than 8 yards to go.

Lou Split Gun: Delay Pass Right



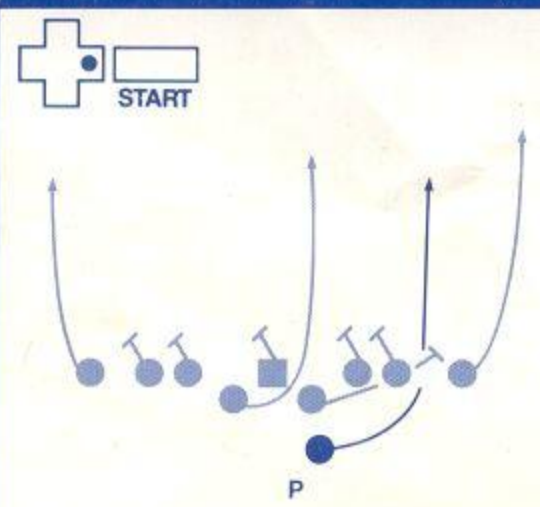
Good anywhere on field on 1st and more than 11, or 2nd or 3rd and more than 5.

Punt



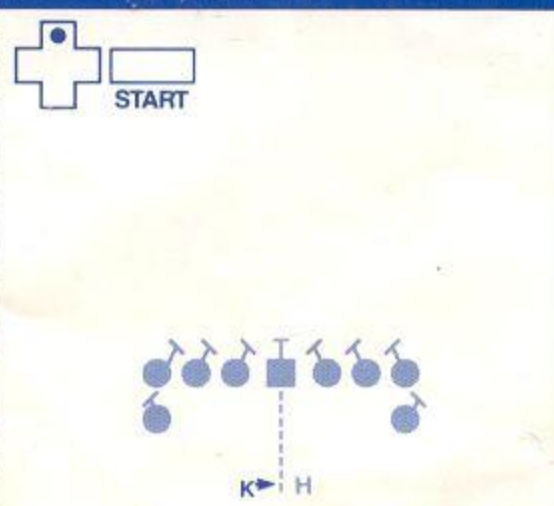
Good call on 4th down with ball outside opponent's 35-yard line.

Fake Punt: Run



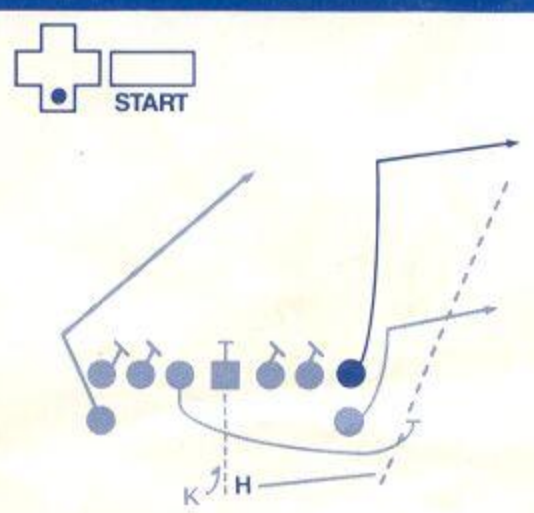
Good call on 4th down with ball inside opponent's 45-yard line.

Field Goal/PAT



Good call on 4th down with ball inside opponent's 35. Use after a touchdown.

Fake Field Goal: Pass



Good call on 4th down with ball inside opponent's 25, especially if behind.

Key to Diagrams

- —— indicates ball carrier/primary receiver
- —○— indicates possible point of reception
- —#— indicates handoff
- ■ represents center
- ▲ represents tight end
- ⊢ indicates block

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ENTERACTIVE™ NFL PLAYSHEET

DEFENSIVE PLAYS

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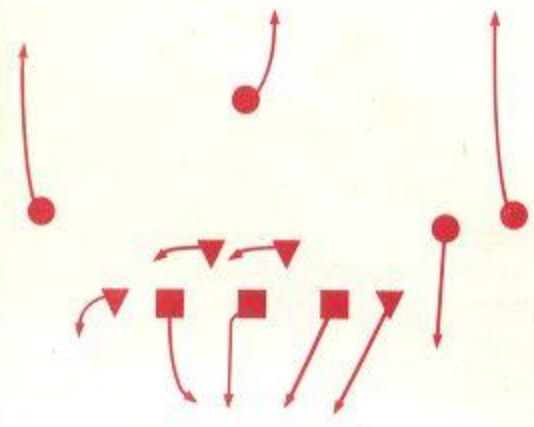
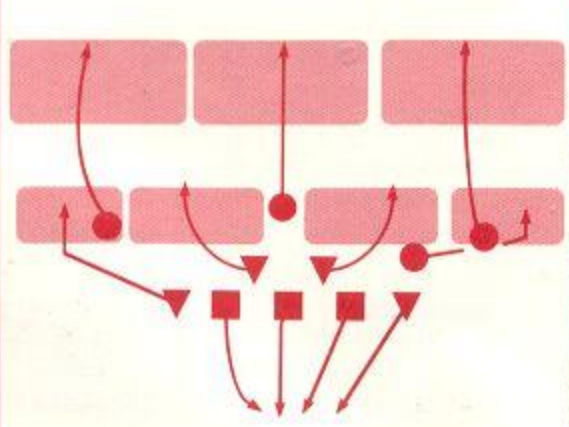
34 SAM: Run



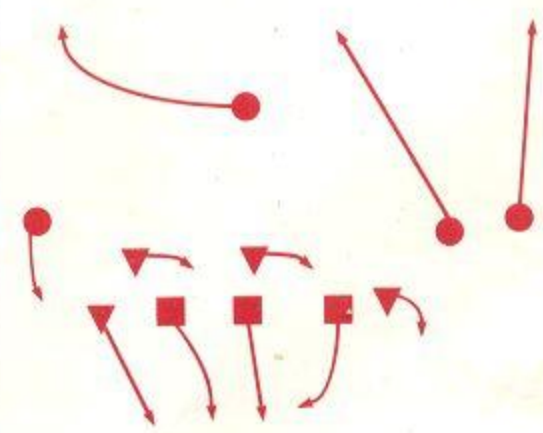
Best against 2 RB, 1 TE offense on 1st and 10, or 2nd or 3rd and less than 7.

34 SAM: Pass
4 Under Zones/3 Deep Zones



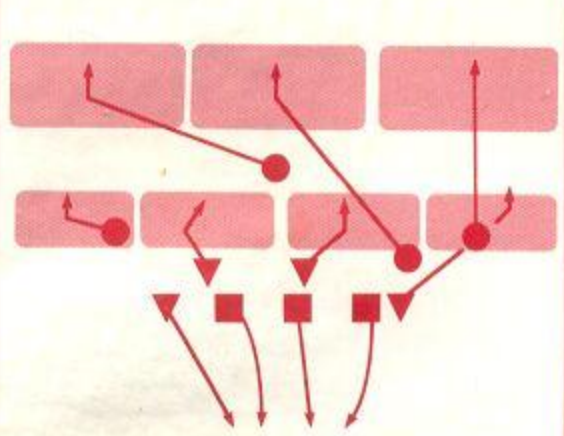
Best against 2 RB, 1 TE offense on 1st and 10, or 2nd or 3rd and more than 3.

34 Over Will: Run



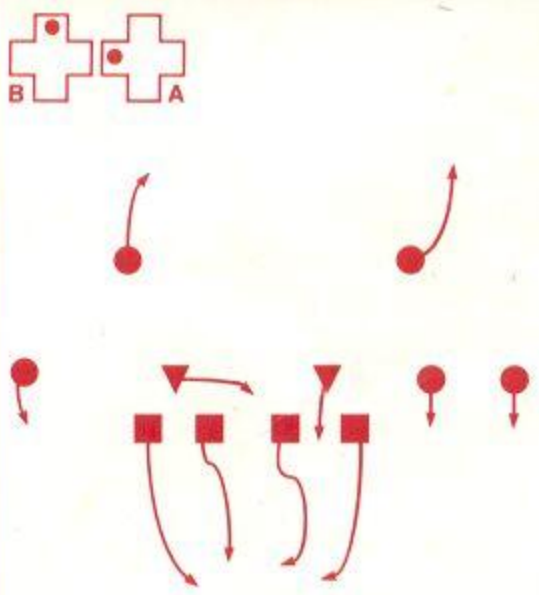
Best against 2 RB, 1 TE offense on 1st and 10, or 2nd or 3rd and more than 3.

34 Over Will: Pass
4 Under Zones/3 Deep Zones



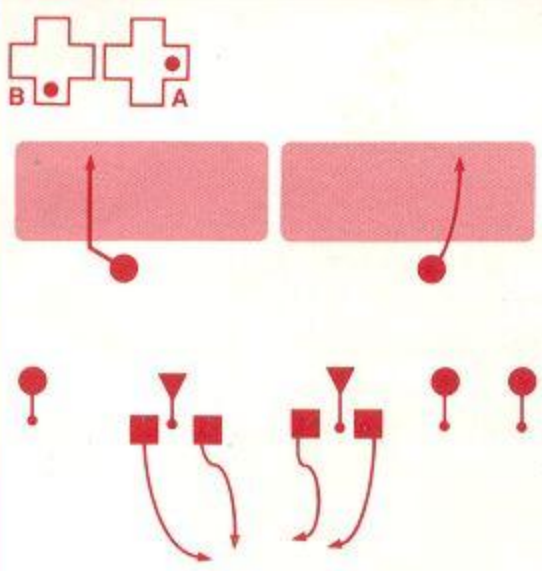
Best against 2 RB, 1 TE offense on 1st and 10, or 2nd or 3rd and more than 3.

42: Run



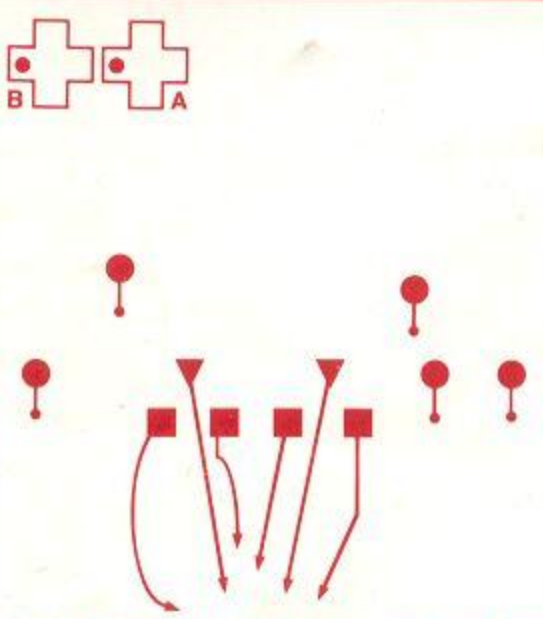
Best against 3 WRs on 1st and long, 2nd and more than 8, or 3rd and less than 5.

42: Pass
5 Man-to-Man/2 Deep Zones



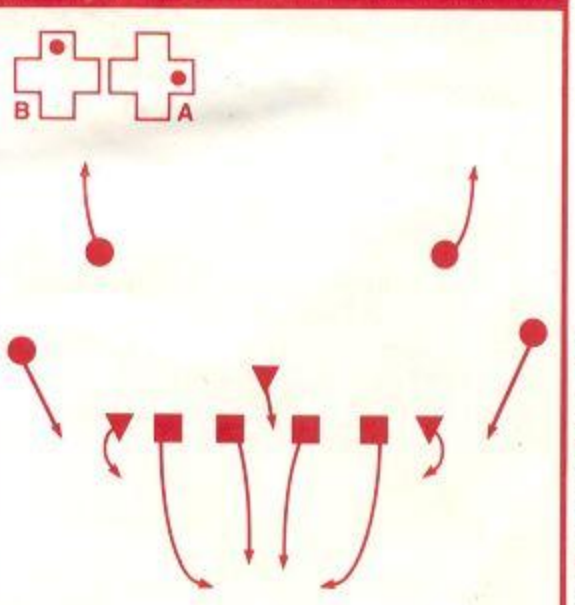
Best against 3 WRs on 1st and long, 2nd and more than 8, or 3rd and more than 5.

42 Blitz
All Man-to-Man



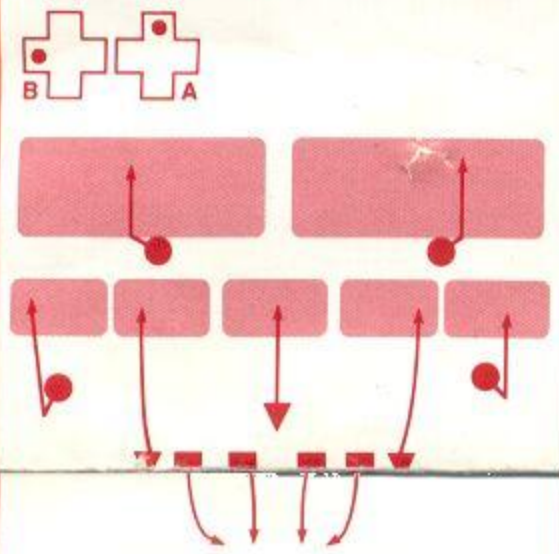
Best against 3 WRs on 1st and long, 2nd and more than 8, or 3rd and more than 3.

43: Run



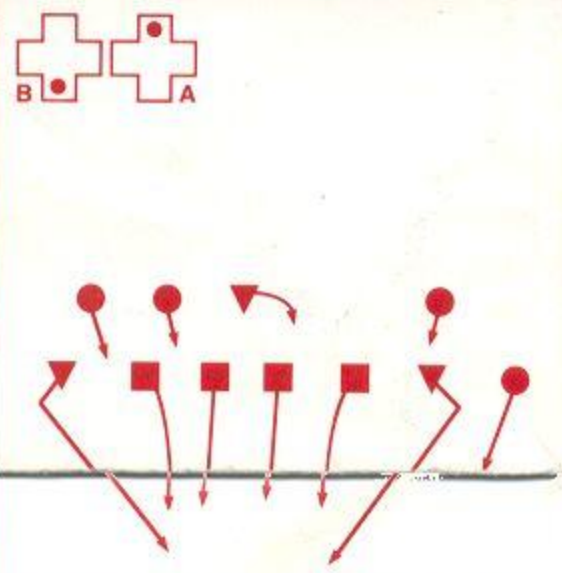
Best against 1 RB, 2 WRs, 2 TEs on 1st and 10, or 2nd or 3rd and less than 7.

43: Pass
5 Under Zones/2 Deep Zones



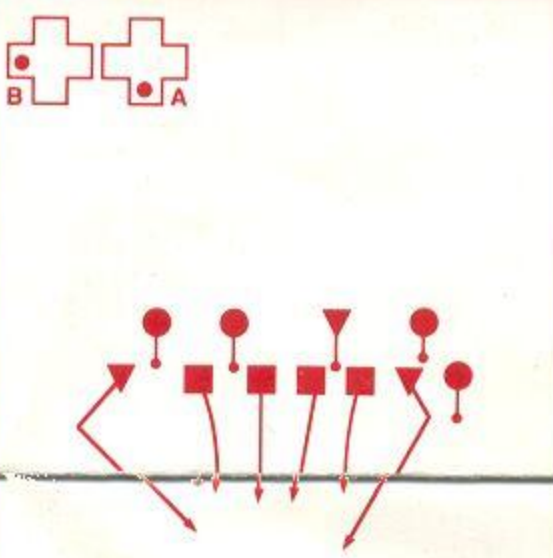
Best against 1 RB, 2 WRs, 2 TEs on 1st and 10, or 2nd or 3rd and less than 7.

43 Saw: Run



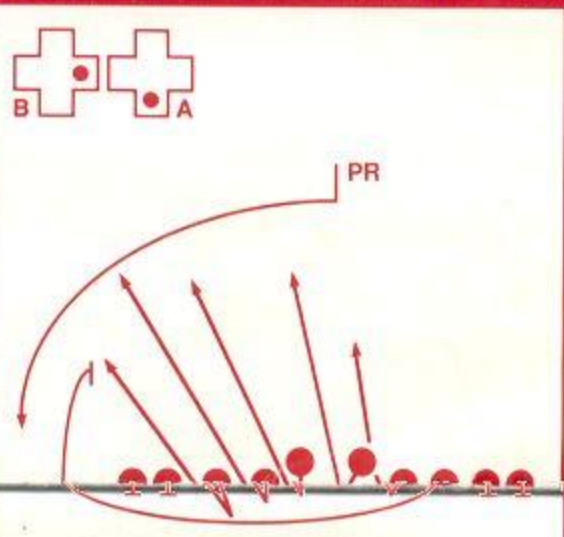
Best against 3 TE, 2 RB offense. Call on 3rd and less than 2, or on own goal line.

43 Saw: Pass
All Man-to-Man



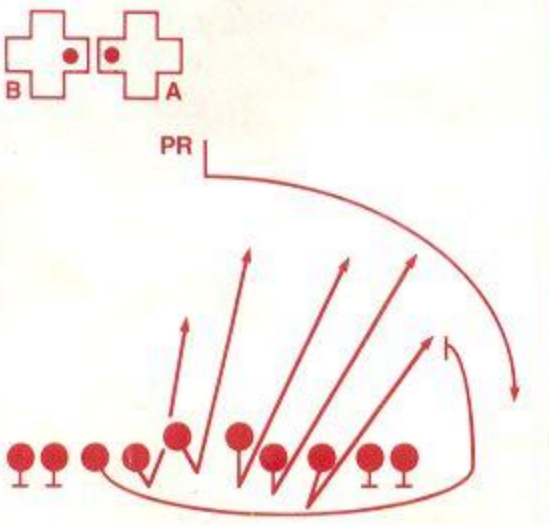
Best against 3 TE, 2 RB offense. Call on 3rd and less than 2, or on own goal line.

Punt Return Right



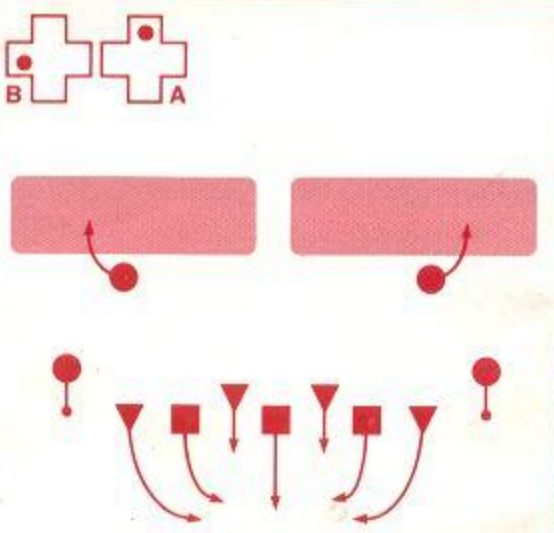
Good call on 4th down with the ball outside your own 40-yard line.

Punt Return Left



Good call on 4th down with the ball outside your own 40-yard line.

Fake Punt Defense

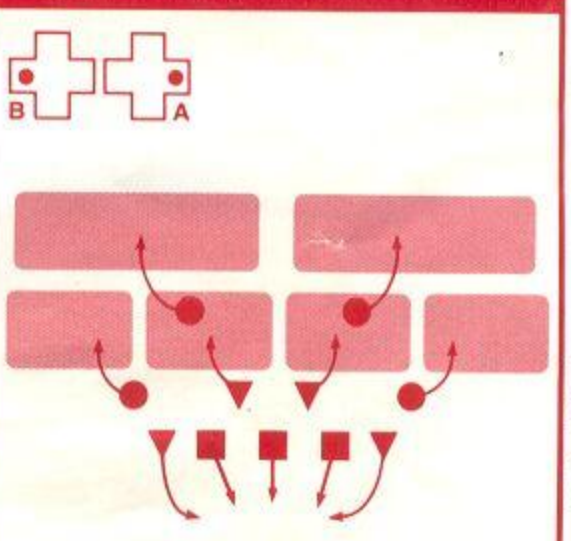


Good call on 4th down with the ball inside your own 45-yard line.

Field Goal/PAT Block

Call after a touchdown, or on 4th down with the ball inside your own 35.

Fake Field Goal Defense



Call on 4th down, if opponent is behind, with the ball inside your own 35.

Key to Diagrams

- ■ represents defensive lineman
- ▼ represents linebacker
- ● represents cornerback/safety
- indicates pass defense zone
- indicates man-to-man coverage

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